
Title: Bedlam

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Bedlam (Malas - 21° 53'
North 53° 9')

Once a prestigious academy for necromancers striving to enhance their craft, Bedlam is now the home of a monstrosity created by their grisly experiments. Most of the students have fled and the remaining instructors struggle to regain control of the school, with very little success. Outsiders are not welcome to assist without invitation; a dubious honor which must be earned. Characters enter through the main gatehouse of the fortified manor.

The usual undead can be found here: Bone Knights, Bone Magi, Patchwork Skeletons, Rotting Corpses and Gore Fiends. And, of course, the Monstrous Interred Grizzle and the necromancers that are striving to bring this creature back under control.